

- 1 1. A digital content data player for playing digital content data stored on a storage device, said
2 data player comprising:
3 an interface for connecting with the storage device;
4 a player coupled to the interface for playing the stored digital content data and generating
5 usage information; and
6 a transmitter for transmitting the usage information to a logging site on a network, the
7 usage information informing the logging site of at least one of a playing of the stored digital
8 content data by the player and a copying of at least part of the digital content data from the
9 storage device to an external medium.
- 1 2. The data player as defined in claim 1, further comprising a receiver coupled to the network
2 and the player, the receiver receiving the digital content data from a digital content host on the
3 network.
- 1 3. The data player as defined in claim 1, wherein the storage device is one of a hard disk, a
2 removable disk, flash memory, and an optical disk.
- 1 4. The data player as defined in claim 1, wherein the external medium is one of a compact
2 disc, a DVD disc, a mini-disc, flash memory, and a digital tape.
- 1 5. The data player as defined in claim 1, wherein the digital content data includes digital
2 music data.
- 1 6. The data player as defined in claim 1, wherein the usage information includes the last time
2 the digital content has been played.
- 1 7. The data player as defined in claim 1, wherein the usage information includes the
2 identification of the user playing the digital content on the content player.

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1 8. A system for tracking usage of digital content on user devices, said system comprising:
2 a plurality of electronic stores for granting licenses to play digital content data to users,
3 each electronic store being coupled to a network;
4 a plurality of content players for playing content data, each digital content player receiving,
5 from the network the digital content data licensed by one of the users; and
6 a logging site coupled to the network for tracking playing of the digital content data,
7 wherein the logging site receives, from the network, play information from each of the
8 digital content players, the play information for each digital content player including a number
9 of times that the digital content data has been played by the digital content player.

1 9. The system as defined in claim 8, wherein the digital content data includes digital music
2 data.

1 10. The system as defined in claim 8, further comprising a digital content site coupled to the
2 network, the digital content site sending the digital content data to the to the digital content
3 players.

1 11. The system as defined in claim 8, wherein the play information also includes the last time
2 the digital content has been played.

1 12. The system as defined in claim 8, wherein the play information also includes the
2 identification of the user playing the digital content on the content player.

1 13. The system as defined in claim 8, wherein each time one of the digital content players plays
2 the digital content data, the logging site receives the play information from the one digital
3 content player.

1 14. A method for tracking usage of digital content on user devices, said method comprising the
2 steps of:

3 granting a license to play digital content data to a user;
4 accepting the licensed digital content data to a digital content player for the user; and
5 transmitting information to a logging site each time the digital content data is at least one
6 of played by the digital content player and copied from the digital content player to an external
7 medium so that usage of the licensed digital content data can be tracked.

1 15. The method as defined in claim 14, further comprising the step of playing the licensed
2 digital content data on the digital content player.

1 16. The method as defined in claim 14, further comprising granting a license to the user by an
2 electronic commerce host.

1 17. The method as defined in claim 14, further comprising the step of storing the licensed
2 digital content data on at least one of a hard disk, flash memory, a removable disk, and an optical
3 disk.

1 18. The method as defined in claim 17, further comprising the steps of:
2 copying the stored digital content data to the external medium, the external medium being
3 one of a compact disc, a DVD disc, a mini-disc, flash memory, and a digital tape; and
4 transmitting information to the logging site each time the digital content data is copied from
5 the digital content player to the external medium.

1 19. The method as defined in claim 14, wherein the digital content data includes digital music
2 data.

1 20. The method as defined in claim 14, wherein the transmitted information includes the last
2 time the digital content has been played.

1 22. A method for tracking usage of digital content on user devices, said method comprising the
 2 steps of:
 3 accepting a license to play digital content data to a user;
 4 receiving the licensed digital content data to a digital content player for the user;
 5 logging play information in the digital content player each time the digital content data is
 6 played by the digital content player; and
 7 sending the logged play information to a logging site at a predetermined time or at
 8 predetermined intervals to enable the tracking of use of the licensed digital content data.

1 23. The method as defined in claim 22, wherein the license is granted to the user by an
 2 electronic commerce host.

1 24. The method as defined in claim 22, further comprising the step of storing the licensed
 2 digital content data on at least one of a hard disk, a removable disk, flash memory, and an optical
 3 disk.

1 25. The method as defined in claim 23, further comprising the steps of:
 2 copying the stored digital content data to one of a compact disc, a DVD disc, a mini-disc,
 3 flash memory, and a digital tape;
 4 logging copy information in the digital content player each time the digital content data is
 5 copied; and
 6 sending the logged copy information to the logging site at the predetermined time or at the
 7 predetermined intervals.

1 26. The method as defined in claim 22, wherein the licensed digital content data includes
 2 digital music data.

1 27. The method as defined in claim 22, wherein the play information includes the last time the
 2 digital content has been played.

1 28. The method as defined in claim 22, wherein the play information includes the identification
2 of the user playing the digital content on the content player.

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1 29. A method for tracking usage of digital content on user devices, said method comprising the
2 steps of:
3 granting licenses to play digital content data to a plurality of users;
4 for each user, sending licensed digital content data to a digital content player for the user;
5 and
6 tracking playing of the digital content data at a logging site that receives play information
7 from the digital content players of the users, the play information including the number of times
8 that the digital content data has been played by each user for enabling the tracking of usage of
9 the licensed digital content data.

1 30. The method as defined in claim 29, further comprising the step of sending the play
2 information to the logging site at a predetermined time or at predetermined intervals.

1 31. The method as defined in claim 30, wherein the licenses are granted by electronic
2 commerce hosts.

1 32. The method as defined in claim 30, further comprising the step of for each user, storing the
2 licensed digital content data on at least one of a hard disk, a removable disk, and an optical disk.

1 33. The method as defined in claim 30, further comprising the step of tracking copying of the
2 digital content data to external mediums at the logging site that receives the play information,
3 the play information further including the number of times that the digital content data has been
4 copied to an external medium by each user.

1 34. The method as defined in claim 30, wherein the digital content data includes digital music
2 data.

1 35. The method as defined in claim 30, wherein the play information includes the last time the
2 digital content has been played.

- 1 36 The method as defined in claim 30, wherein the play information includes the identification
2 of the user playing the digital content on the content player.

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37. A computer readable medium containing program instructions for tracking usage of digital content on user devices, comprising instructions for:

- granting a license to play digital content data to a user;
- accepting the licensed digital content data to a digital content player for the user; and
- transmitting information to a logging site each time the digital content data is at least one of played by the digital content player and copied from the digital content player to an external medium so that usage of the licensed digital content data can be tracked.

1 39. The computer readable medium in claim 37, wherein the license is granted to the user by
2 an electronic commerce host.

41. The computer readable medium in claim 40, further comprising instructions for:
 copying the stored digital content data to the external medium, the external medium being
 one of a compact disc, a DVD disc, a mini-disc, flash memory, and a digital tape; and
 transmitting information to the logging site each time the digital content data is copied from
 the digital content player to the external medium.

1 43. The computer readable medium in claim 37, wherein the transmitted information includes
2 the last time the digital content has been played.

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44. The computer-readable medium in claim 37, wherein the transmitted information includes

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the identification of the user playing the digital content on the content player.

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